Franklin®

SCR-226

THE OFFICIAL SCRABBLE® BRAND PLAYERS DICTIONARY

User's Guide

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Introduction

Congratulations! You now have a powerful and portable way to improve your SCRABBLE® skills and scores. With *The Official SCRABBLE® Players Dictionary* you can:

- check if your word is a valid SCRABBLE® word according to *The Official SCRABBLE® Players Dictionary* from Hasbro® and view its definition (when available);
- check word spellings;
- build words from your letter and blank tiles;
- enter patterns of letters appearing on the board and fit your tiles to those patterns;
- include double and triple letter and word scores in your patterns;
- play three fun word games.

To learn how to use *The Official SCRABBLE® Players Dictionary*, read this manual and then keep it handy for reference.

Getting Started

Your unit is powered by four AAA batteries. You must install the batteries before you can use the unit. The battery compartment is located on the back of the unit at the top. Please have a small Phillips screwdriver at hand before following the steps below to install or change the batteries.

1. **Turn the unit off (if necessary) and turn it over.**
2. **Unscrew the tiny screw at the bottom of the battery compartment.**
3. **Using your thumbs, push the latches in and lift the cover off.**
4. **Install four new AAA batteries following the markings in the compartment.**
5. **Replace the battery cover and the screw.**
6. **Using a paper clip, gently press the Reset button located on the back of the unit.**

CAUTION: TO AVOID BATTERY LEAKAGE…

- Be sure to insert the batteries correctly and always follow the product and battery manufacturer's instructions;
- Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
- Always remove weak or dead batteries from the product.

✔ Adjusting the Contrast

You can make the screen lighter or darker to suit your viewing needs. Press ⍐ or ⍗ to adjust the contrast at the Ready screen. If the screen remains blank, you may need to replace the batteries.

✔ Resuming Where You Left off

To save battery life, this product will automatically shut off within two minutes if no key is pressed.

Each time you turn the product on, you will return to the last screen you viewed.
Note: This will only work if you have turned the demonstration off.

✔ Viewing the Demonstration

Each time you turn the unit on, the Quick Demo appears. You can stop the demo at any time by pressing **CLEAR**.

If you do not wish to have the Demo run each time you turn the product on, you can disable it at any time. To do so, type ***d* at the Ready screen, then press **ENTER**. To re-enable the demo, type ***d* and press **ENTER** again.

Key Guide

BUILD	Builds words from entered letters.
PATTERN	Goes to the pattern entry screen.
GAMES	Shows the Games menu.
SKILL	Sets the skill level for the games.
HELP	Displays a help message.
SCORE	Cycles through the double and triple letter and word scores.
*	Types * to stand for any series of letters.
☐	Types ☐ to stand for one unknown letter or a blank tile. In games, ends a round.
CLEAR	Clears to the Ready screen or stops the demonstration.
ENTER	Enters a word.
BACK	Goes back or erases a typed letter.
↑ / ↓	Scrolls up and down. Adjusts screen contrast at the Ready screen.
← / →	Moves left or right.

Building Words

To build words from your letter tiles, type the tiles you have at the Ready screen and then press **BUILD**. You will see a list of words ranked by their SCRABBLE® scores.
Here is an example.

1. Type the tiles in your tray.

For example, type the letters *ypxbtro*.

To erase a letter, press **BACK**.

2. Press BUILD to build your SCRABBLE® list.

The number shows the word's SCRABBLE® score. If no words can be built from your tiles, you'll see the message *Sorry can't help*.

3. Press ⓘ to see more words and scores.

4. Press CLEAR when done.

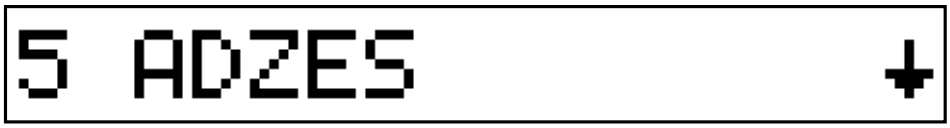
✔ Viewing More Words

Blinking arrows to the right of the screen indicate that there are more words to see. To scroll the list of words, just press the arrow keys that are shown.

Building Words with Blank Tiles

To build words with blank tiles, press [▢] for each blank tile and then press **BUILD**. For example:

1. **Type *asde*▢.**
2. **Press BUILD.**



Note: The blank tile letter is not counted in the word score.

3. **Press ⓓ to see more words.**
4. **Press CLEAR when done.**

✔Helpful Hint

You can build words using as many blank tiles as you like. However, you cannot build words using [*]. If you type ✱ and then press **BUILD**, the message *Invalid query* appears.

✔Help is at Hand

At most displays, you can view an appropriate help message by pressing **HELP**. To exit a help message, press **BACK**.

Filling Patterns

Using **PATTERN** you can type patterns of letters appearing on the SCRABBLE® board and then fit your tiles around them. For example, say you have the tiles *pleorkn* and your board looks like this:

			P		
	TRIPLE WORD	A	R	T	DOUBLE LETTER
			Y		

1. Press PATTERN to see the Pattern entry screen.

You can enter a combination of 15 letters and the following designated squares.

One empty square

A series of empty squares

Double letter square

Triple letter square

Double word square

Triple word square

Press □ to enter an empty square.

Press **SCORE** to cycle through the double and triple word choices.

2. **Type your pattern.**

   To make a word using *ART*, your pattern will look like this.

3. **Press ENTER.**
4. **Type your tiles *pleorkn* and press ENTER.**

5. **Press ↓ to view more words.**
6. **Press CLEAR when done.**

Adding Letters to the Beginning or End of Words

At the Pattern entry screen, you can use * to find words either ending or beginning with the tiles on the board. For example, say you have the tiles *eknjsuh* and your board looks like this:

			A	H

To find words ending with *ah*, do the following:

1. **Press PATTERN and type *ah*.**

2. **Press ENTER.**
3. **Type your tiles *eknjsuh* and press ENTER.**

4. **Press ⓥ to view more words.**
5. **Press CLEAR when done.**

✔ Cleaning and Storage

To clean, spray a mild glass cleaner onto a cloth and wipe the screen. Do not spray liquids directly on this product. Do not use or store this product in extreme or prolonged heat, cold, humidity, or other adverse conditions.

Correcting Misspellings

You can use *The Official SCRABBLE® Players Dictionary* to check the spellings of words. When you enter a misspelled word at the Ready screen, a list of corrections appears. When you enter a word not in this product, the message *Sorry Can't Help* appears.

When you enter a correctly spelled word, the word *Dictionary* flashes and you go to a brief definition. Please see "Defining Words" on page 13 for more information.

To correct misspellings at the Ready screen, do the following:

1. **Type a misspelled word.**

   For example, type *chinon*.

   To erase a letter, press **BACK**.

2. **Press ENTER to see a corrected word.**

3. **Press ↓ repeatedly to view more words.**
4. **Press CLEAR when done.**

Finding Spellings

You can also use *The Official SCRABBLE® Players Dictionary* to find the spelling of a word even when you don't know all the letters in that word. Just type ? for each unknown letter, or type * for any number of letters. Here is an example.

1. **At the Ready screen, type ? and * to take the place of one letter and a series of letters respectively.**

   For example, type *q*?*v***t*.

2. **Press ENTER.**

3. **Press ↓ to see more words (if any).**

   When more words are available, you will see an arrow pointing down.

✔ Finding Unusual Words

Use ▢ and * to find unusual words. For example, type *a*? to see two-letter words beginning with **A**. To see words beginning and ending with **H**, type *h***h*.

Defining Words

You can see the definition of a word, when available. When *The Official SCRABBLE® Players Dictionary* does not contain a complete definition for the word you look up, you will see the part of speech. If the word you enter is an inflection, you will see the definition for the root word. If the word you enter is not in *The Official SCRABBLE® Players Dictionary* you will go to a spell correction list. Here's how you look up a word.

1. **At the Ready screen, type a word.**

   For example type *agone*.

   To erase a letter, press **BACK**.

2. **Press ENTER.**

   To see the full definition, press ⓛ and ⓡ.

3. **Press CLEAR when done.**

This unit may change operating modes due to Electrostatic Discharge. Normal operation of this unit can be reestablished by pressing the reset key, **ON/OFF** or by removing/replacing batteries.

Playing the Games

There are three challenging word games: *Jumble*, *Mystery Word* and *Word Deduction*.

Selecting a Game

1. Press GAMES.

2. Press ⓘ or ⓙ to find the game you want.

3. Press ENTER to select it.

Selecting the Skill Level

There are three skill levels to choose from: *Beginner*, *Intermediate* and *Advanced*.

1. Press SKILL.

2. Press ⓘ or ⓙ to find the skill level you want.

3. Press ENTER to select it.

✔Understanding Skill Levels

The skill level you choose changes the number of guesses in *Mystery Word* and the length of words in *Jumble* and *Word Deduction*.

Mystery Word

Mystery Word selects a word and challenges you to guess it letter by letter. The letters of the mystery word are hidden by blank tiles. The number of guesses remaining is indicated at the right of the screen.

1. Select *Mystery Word* on the Games menu.

2. Type letters and press ENTER.

Press * to reveal a letter.

Press ▢ to reveal the word.

3. Press ENTER to play another round.

4. Press BACK to return to the Games menu.

Jumble

In *Jumble*, a jumbled word appears and you must unscramble the letters to spell a word or words.

1. Select *Jumble* on the Games menu.

2. Type a word and press ENTER.

Press * to shuffle the letters.

Press ▢ to reveal the word.

3. Press ENTER to play another round.

4. Press BACK to return to the Games menu.

Word Deduction

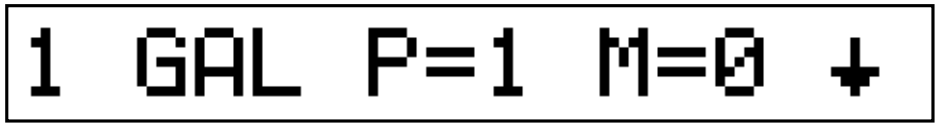
Word Deduction challenges you to guess a three, four or five letter word depending on the skill level you choose. You have twelve tries in which to win.

1. Select *Word Deduction* on the Games menu.

2. Type a word.

For example, type *gal*.

3. Press ENTER.



The 1 means this is your first guess. **P** stands for *perfect*. **M** stands for *misplaced*. In the above example, **P=1** means that one of the letters you typed is in the mystery word and in the perfect place. **M=0** means that there are no matching letters that are misplaced.

4. Type another word.

Keep one or two letters from your previous guess if you have numbers next to the **P** or **M**. For example, type *jab*.

5. Continue typing words, evaluating what the correct letters are and where they are placed.

Use ↑ to see your previous guesses.

Press □ to give up.

6. Press ENTER to play another round.

7. Press BACK to return to the Games menu.

Press **CLEAR** to exit the Games

✔ Resetting the Unit

If the keyboard fails to respond, or if the screen performs erratically, perform a system reset. Use a paper clip to gently depress the reset button. The reset button is recessed in a pin-sized hole on the back of your unit beneath the battery compartment.

Specifications

Model SCR-226: *The Official SCRABBLE® Players Dictionary*
Battery: 4 AAA
Size: 13.13 x 13. 13 x 2.16 cm.
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U.S. Patents: 4,830,618; 4,891,775; 5,113,340; 5,218,536; 5,396,606; 5,435,564.

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FRANKLIN ELECTRONIC PUBLISHERS, INC.
ATTN: SERVICE DEPARTMENT
ONE FRANKLIN PLAZA
BURLINGTON, NJ 08016-4907
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FCC Notice

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

–Reorient or relocate the receiving antenna.

–Increase the separation between the equipment and receiver.

–Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

–Consult the dealer or an experienced radio/TV technician for help.

NOTE: This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

NOTE: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

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Rev. B